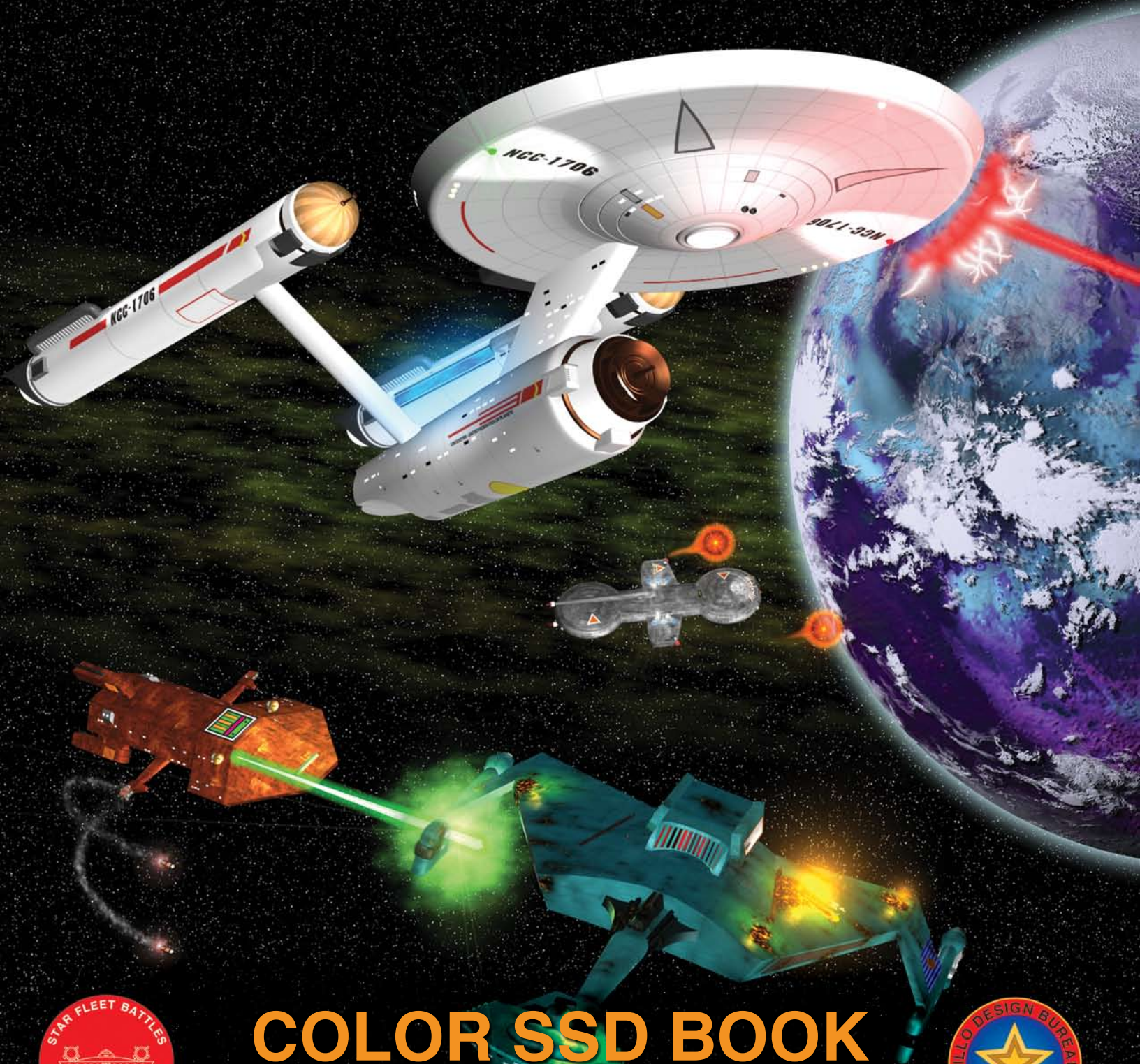


# STAR FLEET BATTLES

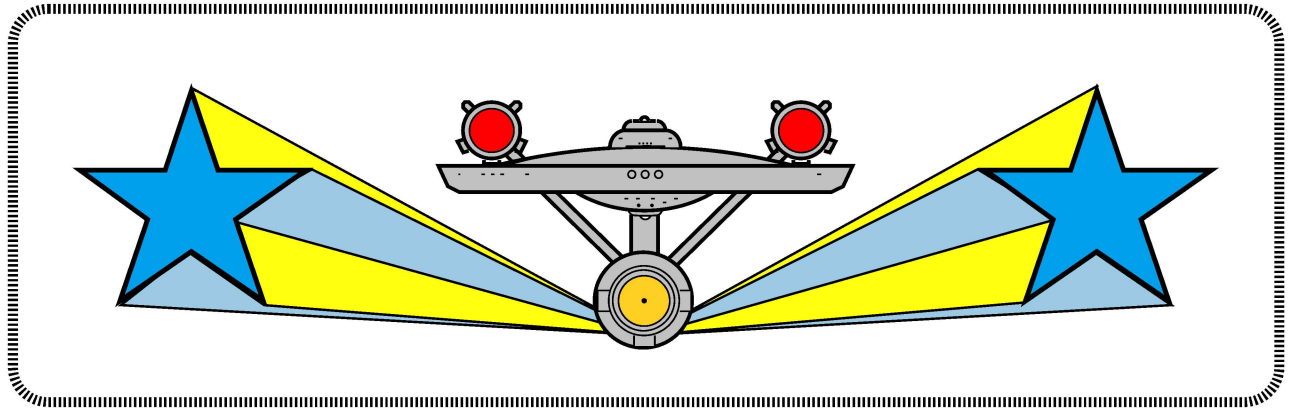
## CAPTAIN'S EDITION BASIC SET



# COLOR SSD BOOK 2011



# STAR FLEET BATTLES



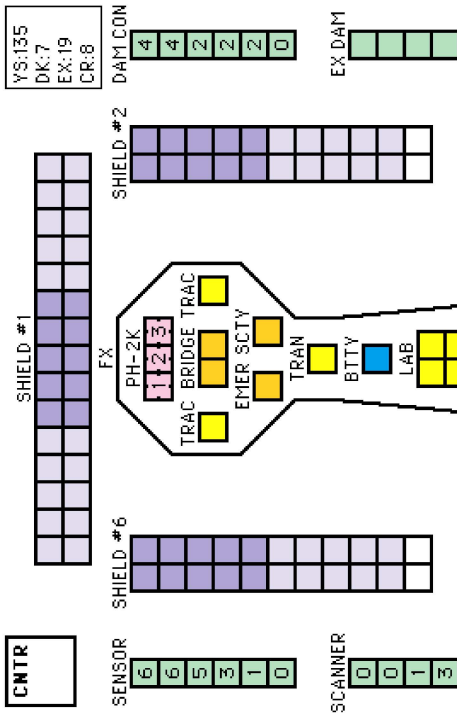
## CAPTAIN'S BASIC SET SSD BOOK 2011



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# KLINGON D7 BATTLECRUISER



**CNTR**

YS:135  
DK:7  
EX:19  
CR:8

**SENSOR**  
6 6 5 3 1 0

**SCANNER**  
0 0 1 3 5 9

**DAM CON**  
4 4 2 2 2 0

**EX DAM**

SHIP DATA TABLE	
TYPE	= D7
POINT VALUE	= 121
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.4
UIM REFIT (Y165)	= +5
B REFIT (Y165)	= +7
K REFIT (Y175)	= +3
Y175 REFIT	= +4

## ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		A A
		A A

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

## TRANSPORTER BOMBS

--	--	--	--	--	--	--	--	--	--

## PROBES

--	--	--	--	--	--	--	--	--	--

## DRONE RACKS

--	--	--	--	--	--	--	--	--	--

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS) CAN FIRE ONE DRONE EACH TURN. B-REFIT CAN FIRE ONE DRONE FROM EACH RACK EACH TURN.

## TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	4-9	16-26	51-75
ROLL 0	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75		

## ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

## ANTI-DRONES

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ADD ADDED BY THE B-REFIT. HAD SIX ROUNDS PRIOR TO Y175, 12 THEREAFTER.

## TYPE II PHASER TABLE

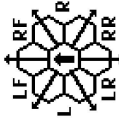
DIE RANGE	4-9	16-31	50
ROLL 0	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50		

## TYPE III DEFENSE PHASER

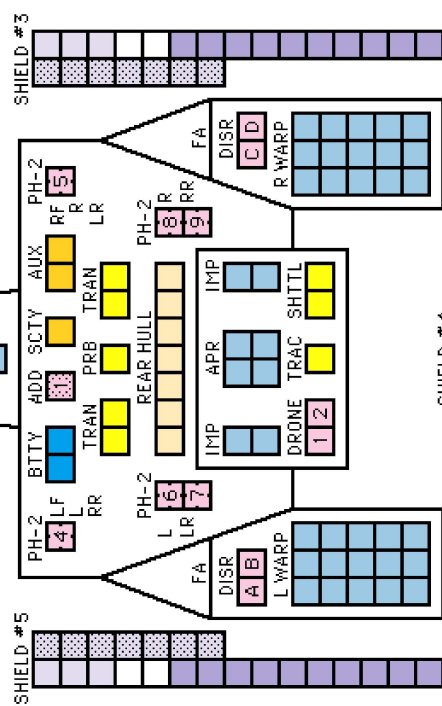
DIE RANGE	4-9	15
ROLL 0	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50	

## DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT (DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT (OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OULD	10	10	8	8	6	0	0	0



FA = LF + RF  
FX = L + LF + RF + R  
MOVEMENT COST = 1  
HET COST = 5  
EM COST = 6



SHADED BOXES ARE ADDED BY THE B-REFIT.  
PHASER-2s MARKED "K" ARE CHANGED TO PHASER-1s ON THE K-REFIT. THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).  
WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32).